



IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

Applicant : Abecassis et al
Application No. : 09/901,240
Filed : 07/09/2001
Titled : Area-Based Resource Collection In A Real-Time Strategy Game

Group Art Unit : 3754
Examiner : Frederick C. Nicolas

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TECHNOLOGY CENTER R3700

AMENDMENT AND RESPONSE TO FIRST OFFICE ACTION

Honorable Commissioner for Patents
Washington, D.C. 20231

February 18, 2003

Sir:

In response to the Office Action of September 20, 2002, please amend the above-identified application as follows:

In the specification:

Please replace the paragraph beginning at page 4, line 12, with the following rewritten paragraph:

A1 -- It is also an object to provide areas of resource collection that dimensionally, qualitatively, and/or quantitatively are responsive to overlapping areas of influence that may be cooperative or conflicting. --

Please replace the paragraph beginning at page 11, line 19, with the following rewritten paragraph:

A2 -- Further, while this particular embodiment includes zones identifying resources, the actual areas of influence 121-123 from which resources may be collected by the player were defined by the player's placement of the resource collecting structures 111-113. --

In the claims:

Please amend claims 1-20 as follows:

A3 Sub C17 -- 1. (Amended) A method of playing a game, the method comprising the steps of:
defining, in direct response to a playing of a game, boundaries of an area, the boundaries not being drawn in advance of the playing of the game; and
enabling an acquisition of resources from the area, an amount of resources that may be acquired being responsive to the boundaries of the area.